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TAITO

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390 HOLBROOK DRIVE - WHEELING, IL 60090

NES-CH-USA

The Dust EON MAN

COLLECTOR'S EDITION

TAITO

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THANK YOU for buying TIME DIVER EON MAN for your NES. We suggest that you read this manual completely before playing the game.

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO HARDWARE SYSTEM OR GAME PAK.

PRECAUTIONS

1. Always make sure the control deckhas been switched off before inserting or removing your Game Pak.
2. Do not abuse the Game Pak by dropping hitting or opening
3. Game Pak should not be extreme temperatures. Store at room temperature.
4. Never touch the terminal pins and avoid getting the Game Pak wet.
5. Cleaning Game Pak with thinner, solvent, alchol or other cleaning agents may be damaging.

Time Diver EON MAN

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Introduction

Earth, 60 years into the future. The world is virtually crime free thanks to the Clear System invented by Kane Nelson, scientist extraordinaire. That is, until a secret organization called Romedrux decides to challenge the system by unleashing a plague of crime. In order for them to succeed, they'll need to prevent the Clear System from ever being invented, and that means eliminating Kane or his ancestors.

Los Angeles, 1993. Dan Nelson thought
he was an ordinary student living in L.A. until the day he found himself under attack by Romedrux warriors. During the attack, Dan learns about his future son, Kane, and vows to protect his family past, present, and future. It's a race through time in this new sci-fi thriller from Taito!

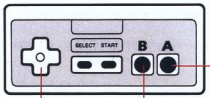
Storyline

Soon (and yet earlier), in 1993, mild mannered Los Angeles student Dan Nelson is walking home when he's suddenly attacked by a group of men weilding unusual weapons and flying on floating pods. Dan collapses like a wet rag at the sight of danger, but just as they close in for the kill, a mysterious man in a goofy outfit appears out of nowhere and fights against them. He wins, but not without taking a hit himself, and Dan carries his injured savior home.

It turns out the hero is the fabled Time Diver, sent by Kane from the future to protect his father and other ancestors from Romedrux. Unfortunately, his injuries now prevent him from continuing in his duty, so he must appoint a new Diver to continue in his stead. Naturally, he decides the best man to suit up and jump in front of the oncoming Danger Train is the man he just got shot trying to save. Dan's is weary of this idea, but Time Diver throws down some zen similes to seal the deal.

Inspired by this impassioned speech, Dan becomes the new Time Diver, suddenly gains 30 pounds in pure muscle, and heads out to save the world while old Time Diver loafs on Dan's couch and turns on Oprah. With this, our game begins in earnest.

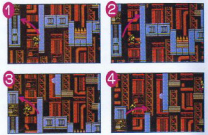
CONTROLS



A BUTTON
- Jump

CONTROL PAD
- Walk

B BUTTON
- Punch



A+Up = Special Weapon

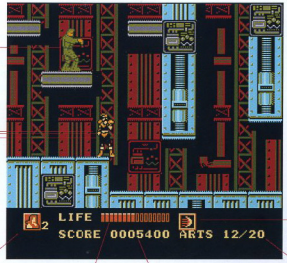
A+B = Jump Kick

Select = Scroll through Special Weapons

Start = Pause

Hint: When you come to a place that you can't reach with a normal jump, try a series of quick back and forth kick jumps off platforms or walls for an easy vertical climb (as seen in steps 1-4 above)

Game Screen



Power Ups

Weapons

Laser: Default weapon you start the game with, useful against bosses

Digger: Allows you to dig through the ground in some areas and kills enemies that touch you

Earthquake: Kills all enemies on screen except bosses

Stop Watch: Temporarily stops time for enemies

Flash: Kill all of the enemies on screen except for the bosses, which take damage

Items

HP Restore: Dropped by some defeated enemies, restores health points

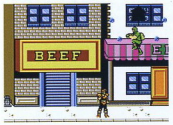
Weapon Restore: Dropped by some defeated enemies, restores weapons points

1 Up: Dropped by some defeated enemies, gives player an extra life

Stages

"Peaceful 1993"

The first level takes place in Dan's own time of "Peaceful 1993." After making a stop at local teen hangout BEEF for a quick snack, Dan heads out to crack some skulls and save his brother, who's been kidnapped by Romedrux and taken to the top of a nearby building. I'll admit to nodding off during Biology in high school, but I'm fairly sure Dan's brother didn't have a large role in concieving Kane. At least.. I hope not. So the bad guys are already resorting to the bait-and-ambush trick, and Dan walks right into it. After fighting across the streets and through a factory that seems to specialize in producing high-quality fire for mass market,



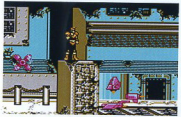
Dan arrives at the top of the building to find a reject from Mutant League Football whose plan of attack is to run back and forth and throw footballs until Time Diver gets bored and leaves. The Diver counters this with a plan of his own involving punching a football player in the face until he explodes.

Dan's brother is safe, and as you would imagine, he's ecstatic.

"Devestated 2052"

Dan takes his sibling's advice and travels to Devestated 2052, an age of decaying urban centers, skies choked with smoke, thugs with guns, and mindless, roaming creatures fitted with artificial parts. So it takes him a moment to realize he's left present day LA.

This time around, Kane himself has been kidnapped, and you'd think the game would pretty much be over now. But rather than just throw the guy in a chipper and be done with it, once again they choose to tie him up and wait for Dan to come along. Then they can kill Dan, make Kane disappear and finally fulfill the requirements for their Circuitous Murder merit badges at Romedrux Camp. But Dan is more than prepared thanks to the new weapon his brother gave him, which grants him the power to spin in dirt. Yes, the weapon literally has no function except when Dan stands over one of the few patches of loose soil found in the game, at which point he starts spinning and digging down through to the other side as the hero of time and space, Time Diver: Garden Weasel.



After he's properly tilled the farmland of the future, Dan arrives at the boss, on loan from the end of the intro level to Mega Man X2. Dan is tasked with casually avoiding the disembodied claws that float onto the screen long enough to whack the robot's cockpit to death.

"Wild West, 1882"

Time Diver finds himself in 1882, fighting the Bluto clone army to save what has to be at least his great grandfather from the hellish torture of being tied to a post for a while. Be on your guard, Time Diver! These men hail from The Bad Club, so you know they mean business! For reasons I can't explain, the game randomly sorts these levels, so on a different playthrough you might get the old west first, then the future. I don't know what purpose this could serve, other than adding a "random level order means each time you play is a new adventure!" bullet point to the back of the box.

Dan soon finds a shack with a hole in the floor and jumps in, apparently oblivious to the concept of an outhouse. Lucky for him (and you), it just leads to more tunnels filled with goons waiting to shoot at him. One area features platforms that appear and disappear in time to the background music, which is the closest this game comes to having a neat idea. To counter this threat of original thought, your new weapon for this level grants you the ability to freeze time momentarily, which is second only to the moving platform as one of the most overused concepts in gaming. The heroes of the video game world get time freeze power-ups in the mail like we get free trial discs of AOL. You can't get rid of the damned things if you try.

At the bottom of this pit Dan finds Thing's retarded brother Doohickey, who attacks by generating a porn soundtrack at you. By this point in the game, your maximum "arts" points have increased enough that you can fire one power blast (the default special weapon) after another into a boss and have him one hit away from dying before the fight even starts. I refuse to use NP's name "wind blasts."

"Devestated 1993"

Dan returns to the present, only to find.. whoops! He must have picked up a Gray's Sports Almanac while he was in 2052, because now it's Devestated 1993. Dan's brother has been kidnapped and left tied up on top of a building again, but this time it's totally going to work. I don't know how Romedrux has managed to destroy the present time period when they're not even from here. Maybe one of those Blutos Dan punched to death in 1882 happened to be the man who was going to be solely responsible for making sure the town wasn't on fire a hundred years later. Good job, Dan.

Notice that the screenshot here is the same location as the one for the first level. I bet that fire in t he BEEF building smells delicious. The whole level's like this. Not a direct copy of the first stage, but the same kind of stuff except with darker colors and cracks drawn on to prove that it's all torn up. Even the football player has been reincarnated as a black man, which means he's not fooling around this time. He's changed his strategy to running back and forth and punching the ground to make flames shoot out, which somehow manages to be the one thing less effective than throwing footballs at you.

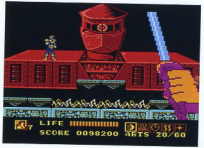
"Peaceful Utopia 2052"

The devestation in the present makes even less sense when Dan heads back to the future and finds the world a peaceful utopia. Squids clean the floors, Aibos have rocket feet, and there's a space shuttle in every driveway. But there's still work to do, as Dan's girlfriend Dola has been kidnapped time time around. Maybe he can ask that nearby Imperial interrogator droid for directions.

After climbing up through a vertical shaft slowly filling with toxic fluid (cliche #2508), Dan happens upon a docked space shuttle. Unaware that these things have doors, he latches himself to the outside and takes a ride through an asteroid field. The trip is difficult, as he keeps being blown back by all the.. uh.. wind resistance. But he has at least one spot of luck: It turns out that this era is so peaceful that Dola is being held hostage on the honor system, without a boss to protect her. These are the people who defeated Kane's inpenetrable security system.

"Peaceful Utopia 2052"

Dan doesn't have time to ask why she looks like a 20 year old anchorwoman, because the final boss awaits. First is a robot which, if you squint and turn your head, could pass as a cyborg version of Vigo from Ghostbusters II. His one and only ability is to hop back and forth. And not a "I'm going to crush you" kind of hop; he just moves from one end of the screen to the other. If you manage to get hit by this thing, it's actually illegal for you to ever play video games again. After it explodes, the mech in the back wakes up, and the second phase begins.



His left hand holds a sword to slash at you, the right is empty and just tries to grab you. In short, he's the same boss as the one in Devestated 2052. The best part of the whole fight is that final weapon Dola gave you: a nova attack that lights up the whole screen. If your arts points are full, you can use the attack three times and actually kill the final boss in a few seconds. It's like a Knights of the Round without any of that bothersome work.